IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) A method comprising:

receiving data from a first party into a multiplexing device or a plurality of multiplexing devices;

receiving data from a second party into a first jitter buffer, processing the data from the second party, and sending output data from the first jitter buffer to a multiplexing device or a plurality of multiplexing devices; and

receiving data from a third party into a second jitter buffer, processing the data from the third party, and sending output data from the second jitter buffer to a multiplexing device or a plurality of multiplexing devices, wherein the data received from the first party is not received into a jitter buffer;

~~sending data from one or a plurality of multiplexing devices to a first output device;~~

~~sending data from one or a plurality of multiplexing devices to a second output device; and~~

~~sending data from one or a plurality of multiplexing devices to a third output device.~~

2. (Currently Amended) The method of claim 1 wherein the data from [[a]] the first party, the second party and the third party comprises packetized voice data.

3-4. (Cancelled)

5. (Original) The method of claim 1 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

6. (Original) The method of claim 1 wherein the first party, second party, and the third party are communicating through a three-way phone call.

7. (Original) The method of claim 1 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

8. (Currently Amended) An apparatus comprising:

a jitter buffer logic block for a multi-stream voice application, the jitter buffer logic block to receive data from a destination subscriber and an add-on subscriber, and not from an originating subscriber;

a multiplexing logic block for the multi-stream voice application; and

an output logic block for the multi-stream voice application.

9. (Original) The apparatus of claim 8 wherein the multi-stream voice application accepts packetized voice data.

10. (Original) The apparatus of claim 8 wherein the multi-stream voice application accepts packetized video data.

11. (Currently Amended) The apparatus of claim 8 wherein the multiplexing logic block comprises mixing mixes data from multiple streams.

12. (Currently Amended) A system comprising:

a processor;

memory connected to the processor storing instructions for multi stream jitter buffers for packetized voice applications executed by the processor;

storage connected to the processor that stores a software code having a plurality of separately compliable routines, wherein the processor executes the instructions on the code to

receive data from a first party into a multiplexing module or a plurality of multiplexing modules;

receive data from a second party into a first jitter buffer, processing the data from the second party, and sending output data from the first jitter buffer to a multiplexing module or a plurality of multiplexing modules; and

receive data from a third party into a second jitter buffer, processing the data from the third party, and sending output data from the second jitter buffer to a multiplexing module or a plurality of multiplexing modules, wherein the data received from the first party is not received into a jitter buffer;

send data from one or a plurality of multiplexing modules to a first output module;

send data from one or a plurality of multiplexing modules to a second output module; and

send data from one or a plurality of multiplexing modules to a third output module.

13. (Currently Amended) The system of claim 12 wherein the data received from the first party, the second party and the third party comprises packetized voice data.

14-15. (Cancelled)

16. (Original) The system of claim 12 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

17. (Original) The system of claim 12 wherein the first party, second party, and the third party are communicating through a three-way phone call.

18. (Original) The system of claim 12 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

19. (Currently Amended) A computer readable storage medium containing executable computer program instructions which when executed cause a method for accessing data in a memory to be performed, said method comprising:

receiving data from a first party into a multiplexing device or a plurality of multiplexing devices;

receiving data from a second party into a first jitter buffer, processing the data from the second party, and sending output data from the first jitter buffer to a multiplexing device or a plurality of multiplexing devices; and

receiving data from a third party into a second jitter buffer, processing the data from the third party, and sending output data from the second jitter buffer to a multiplexing device or a plurality of multiplexing devices, wherein the data received from the first party is not received into a jitter buffer;

sending data from one or a plurality of multiplexing devices to a first output device;

~~sending data from one or a plurality of multiplexing devices to a second output device; and~~

~~sending data from one or a plurality of multiplexing devices to a third output device~~.

20. (Currently Amended) A computer readable medium as in claim 19 wherein the data from [[a]] the first party, the second party and the third party comprises packetized voice data.

21-22. (Cancelled)

23. (Original) A computer readable medium as in claim 19 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

24. (Original) A computer readable medium as in claim 19 wherein the first party, second party, and the third party are communicating through a three-way phone call.

25. (Original) A computer readable medium as in claim 19 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

26. (Currently Amended) A system, comprising:

means for receiving data from a first party into a multiplexing device or a plurality of multiplexing devices;

means for receiving data from a second party into a first jitter buffer, processing the data from the second party, and sending output data from the first jitter buffer to a multiplexing device or a plurality of multiplexing devices; <u>and</u>

means for receiving data from a third party into a second jitter buffer, processing the data from the third party, and sending output data from the second jitter buffer to a multiplexing device or a plurality of multiplexing devices<u>, wherein the data received from the first party is not received into a jitter buffer.</u>;

~~means for sending data from one or a plurality of multiplexing devices to a first output device;~~

~~means for sending data from one or a plurality of multiplexing devices to a second output device;~~

~~means for sending data from one or a plurality of multiplexing devices to a third output device;~~

27. (Currently Amended) The system of claim 26 wherein the data from [[a]] <u>the</u> first <u>party, the second party and the third party</u> comprises packetized voice data.

28-29. (Cancelled)

30. (Original) The system of claim 26 wherein the multiplexing device or the plurality of multiplexing devices comprises a voice mixing device or a plurality of voice mixing devices.

31. (Original) The system of claim 26 wherein the first party, second party, and the third party are communicating through a three-way phone call.

32. (Original) The system of claim 26 wherein the first party is communicating with the second party and the third party through a call-waiting feature.

33. (New) The method of claim 1, further comprising:
sending data from one or a plurality of multiplexing devices to a first output device;
sending data from one or a plurality of multiplexing devices to a second output device; and
sending data from one or a plurality of multiplexing devices to a third output device.

34. (New) The system of claim 12, wherein the process further causes the process to
send data from one or a plurality of multiplexing modules to a first output module;
send data from one or a plurality of multiplexing modules to a second output module; and
send data from one or a plurality of multiplexing modules to a third output module.

35. (New) The computer readable medium as in claim 19, wherein the method further comprises:
sending data from one or a plurality of multiplexing devices to a first output device;
sending data from one or a plurality of multiplexing devices to a second output device; and
sending data from one or a plurality of multiplexing devices to a third output device.

36. (New) The system of claim 26, further comprising:

means for sending data from one or a plurality of multiplexing devices to a first output device;

means for sending data from one or a plurality of multiplexing devices to a second output device; and

means for sending data from one or a plurality of multiplexing devices to a third output device.

37. (New) The apparatus of claim 8 wherein the originating subscriber, destination subscriber, and an add-on subscriber are communicating through a three-way phone call.

38. (New) The apparatus of claim 8 wherein the originating subscriber is communicating with the destination subscriber, and the add-on subscriber through a call-waiting feature.